



## BATTLE OF THE MAGES



The Age of Archon is ending. Mighty wars of magic rage and monsters roam the elements hungry for power and prey. The doom of Apocalypse shadows all. Change is at hand and the battle would find an end. This is that battle. The ending is yours.



## SPECIAL FEATURES

- Unique blend of Strategy and Arcade Action
- 12 Different conjurable monsters 4 conjuring Adepts on each side
- Different battlegrounds for Earth, Water, Air and Fire.
- Play the Computer (difficult!) or a friend.

Programmed by Free Fall Associates.

Screen shots taken from Atari version.

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**Joystick required**



Commodore AS 12022



COMMODORE

ARCHON II: ADEPT

AS 12022

# ARCHON II: ADEPT

from Electronic Arts



## COMMODORE 64

128 Compatible  
An Incredible Blend  
of Arcade and Strategy



### TO LOAD

Turn on your computer and insert cassette. Press SHIFT and RUN/STOP together.

### TO SELECT NUMBER OF PLAYERS AND WHO MOVES FIRST

Use f5 and f3 to produce choices. Press f7 when you're ready to play. Or wait awhile and the computer will begin playing a game against itself. Note: Since the player who moves first has an advantage, the player who moves second receives additional magical energy to keep play evenly balanced.

### TO CHOOSE LEVELS FOR EACH PLAYER

Before pressing Start to begin playing, press the RUN/STOP key to produce handicapping options, then use f3 to pick a level for Chaos and f5 to pick one for Order. Press Q to return to the menu of player/move choices.

Beginners start with more magical energy. Advanced players start with less. And the lower a player's rank compared to an opponent's, the slower the opponent's icons will move, the slower their missiles will travel and the longer it takes them to attack. For the widest handicapping spread in a game, choose Advanced for the most skillful player and Beginner for the least.

### HOW TO MOVE ICONS ON THE STRATEGY BOARD

Use a joystick in part 1 to control the Chaos icons and one in part 2 to control the Order icons.

When it's your turn, the selection frame will appear on your side of the board. Use the joystick to place it over the icon you want to move and press the button. Next, use the stick to move the icon (or the frame again in the case of Adepts) to the desired location and press the button again.

If you change your mind, press the button again before you move the icon. For additional information about board's movement rules, see MOVEMENT section.

### HOW TO MOVE AND FIGHT ON THE BATTLEGROUND

When you move into a space occupied by an opposing icon, you must fight for the disputed territory. Use your joystick to move your piece. To fire, move the stick in the direction you want to aim and press the button at the same time. See COMBAT TIPS for more information. (Note: When you play against the computer, your Wraiths will be visible. Since the computer knows where they are, it seems only fair that you know as well.)

### HOW TO CAST SPELLS

Place the frame over an Adept and press the button, then press it again. Move the joystick forward and backward to scroll through the list of spells. Press the button when you see the spell you want.

If you change your mind, choose Cease Conjuring. If you change it in mid-spell, move the frame over your citadel and press the button.

Casting spells cost magic energy. Occupying power points increases your energy. The amount of energy you have is shown by the bar that appears next to the board when it's your turn to move. See MAGIC SPELLS, the SPELL LIST and the MAGICAL ENERGY CHART for more information about spells and energy. (Note: If you lose all your Adepts, the Apocalypse spell is automatically invoked.)

### TO START OVER IN THE MIDDLE OF A GAME

Press Q to return to the player/move menu choices.

### TO PAUSE A GAME IN PROGRESS

Press the RUN/STOP key. Press it again to resume playing.

Music (Theme from Adept) © 1984 by T.V. Dunbar.

### THE TWO SCREENS

The game is played on two screens. On one – the main board – you and your opponent (human or computer) take turns maneuvering your pieces (called icons) into favourable positions.

When you move to a space already occupied by one of your opponent's icons, the game shifts to the second display, the battleground. There you must fight a fast-action battle to determine which icon will return to the board in possession of the disputed position.

### THE MOVES

You begin the game with 4 Adepts on a side. On each turn you may use whatever magical energy you have left to: 1) move an Adept or 2) use an Adept to cast a spell (including Summon which lets you bring new icons into the game) or 3) move an icon conjured up (with a Summon spell) on a previous turn.

### WINNING

You win if you occupy all six power points at once or if you triumph in the Apocalypse (evocable with a special spell). You also win if your opponent runs out of magical energy or icons.

### THE BOARD

The main board is composed of four bands representing the classical elements of Earth, Water, Air and Fire. Additionally there are four squares which are not part of any band. Two are black, neutral squares representing the Void. The others are citadels, the home squares of Order and Chaos. While the Void squares can be occupied by icons just like any position in the four bands, the citadels remain empty throughout the game.



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6 – Juggernauts are in effect their own missiles. In "missile" mode, they only travel in straight lines and they are invulnerable – except to the song of the Siren.